TABLE TENNIS – girls and boys



PROPOSITIONS

1.Competition system and rules

The competition is conducted in accordance with the applicable ITTF rules, with the following amendments:

Team competition: the matches will be played in the Corbillon-cup system.

The team consists of 2 players and a substitute.

Match order: A - X, B - Y, doubles, A - Y, B - X. All matches are played best of five games. After the 1st round of matches, the third player on the list may substitute in the match.

- a. Possible match result: 3: 0, 3: 1, 3: 2;
- b. Counting of results: 2 points for a win and 1 point for a loss;
- c. If two or more teams have an equal number of points, the winner is determined by the result of the matches played between them.
- d. If this result is also equal, the difference in the number of sets won in the matches between them must be considered.
- d. The ranking will be determined by the higher number of points earned.

<u>Individual event</u>: each participant plays in a mixed system.

- In the first stage, the 12 players are divided into 4 groups of 3, where the competitors determine the order within the group through round Round Robin system. (Team results will be taken into account to determine the top 4 seeds, players from the same city cannot play against each other.)
- The winner from each group advance to the second stage (semifinals, then finals). The semifinal losers will play for the 3rd place.

2.Scoring and ranking

Team event: 1st place: 8 points, 2nd place: 6 points, 3rd place: 4 points, 4th place: 2 points

Individual event: 1st place: 4 points, 2nd place: 3 points, 3rd place:2 points, 4th place:1 point

The overall ranking is determined by the total points earned in team and individual competition.

3. Award trophies

Awards trophies and medals are awarded separately in the boys' and girls' categories; in the overall ranking, every 1st placed team receive a trophy, which they keep permanently; the first, second and third athletes in individuals and team events are receive medals.